

GRAUSTARK

#47 "Spring 1911" (1964A)

"Spring 1902" (1965A)

28 February
1965

TURKISH ARMY DESTROYED IN APULIA

RUSSIANS WIPE OUT AUSTRO-HUNGARIAN
ARMY AT BUDAPEST

ENGLAND: F Norway-Norwegian Sea.

ENGLAND: F Lon-North Sea; F Edi-Norwegian
Sea; F Norwegian Sea-Bar; F Don-Swe;
A Nor-St.P.

FRANCE: F North Africa-Wes; F Tyr-Nap;
A Pic-Tyr; A Ber-Mun; A Kio, A Ruh,
& A Bur S A Ber-Mun; F Den-Bal;
A Edi-Norway; F North Sea C A Edi-
Norway; F Norwegian Sea S A Edi-
Norway; A Swe S A Edi-Norway;
F North Atlantic-Mid; A Tus-Ven.

FRANCE: F Por-Mid; A Par-Pic; A Bur S
A Par-Pic; F Mar-Lyo; A Spa-Mar.

GERMANY: F Hol-Kio; A Kio-Ruh; A Bel S
A Kio-Ruh; A Bor-Sil; A Mun-Bur.

ITALY: A Ven-Apu; A Rom S A Ven-Apu.

ITALY: A Pie-Mar; A Tri-Vie; F Ven-Adr;
F Nap-Ion; F Tun-Wes.

TURKEY: A St.P-Fin; A Mos-St.P; A War holds;
A Sil-Ber; A Pru S A Sil-Ber;
A Mun-Kie; A Vie-Tyr; A Boh & A Tri
S A Vie-Tyr; A Apu-Rom; F Nap S
A Apu-Rom; F Ion-Tyr; F Tun S
F Ion-Tyr; F Aeg-Ion; A Smy-Syr;
F Eas S A Smy-Syr; F Adr-Ven.

AUSTRIA-HUNGARY: A Bud-Rum; A Vie-Bud;
A Ser-Tri; F Gre-Alb.

RUSSIA: A St.P-Fin; F Swe S A St.P-Fin;
A Mos-St.P; A Gal-Bud; A Rum S
A Gal-Bud; F Bla S A Rum.

Underlined moves are not possible.
The Turkish army in Apulia is annihilated.
The following retreats are made necessary:

ENGLAND: F Norway-Skagerrak.

FRANCE: F Tyr-Lyo.

TURKEY: A Mun-Sil.

The deadline for Fall 1911 moves is SATURDAY 13 MARCH 1965. It would be appreciated if players could at the same time send in conditional retreats, establishments, and removals.

TURKEY: A Bul holds; F Con-Aeg; F Smy S
F Con-Aeg; A Ank-Con.

Underlined moves are not possible.
The Austro-Hungarian army in Budapest is annihilated. The deadline for Fall 1902 moves is SATURDAY 13 MARCH 1965. Players are asked to send in at that time conditional retreats, removals, and establishments of their units. If everyone does this, there will be no need for a separate "Winter 1902" issue and the play of the game can be speeded by 2 weeks.

ROME: With a knowledge of right and justice, Italian troops will fight until the fields of Italy run with the foul blood of the Infidel. It is rumoured that Bolsheviks have seized control of some Turkish units and the offensive is deteriorating.

HELP (March 21, 1902): Today the Tsar's own Donotstabme Loyal Regiment of Light Infantry held their first parade in review for the Tsar and the imperial family. Splendid in their green and purple striped G-strings, the men of the new regiment, with their bare chests extended - oops, sorry, - expanded, marched smartly back and forth across their coral parade ground. Finally, when it came time for Nikolai to inspect the ruler-straight lines of the Donotstabmeians' formation, the brave soldiers braced their shoulders, sucked in their stomachs, and aligned

GRAUSTARK, in which postal Diplomacy games 1964A and 1965A are being reported, is published by John Boardman, 592 14th St., Brooklyn, N.Y. 11218. Other games with the same Gamemaster are 1964B, reported in FREEDOM, and 1963B, which has just begun its 11th game year in Ruritania. Each of these three bulletins is 10 issues for \$1.00

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THE DIPLOMATIC POUCH

DEREK NELSON, 18 Granard Blvd., Scarborough, Ontario: I'd also like to comment on the mild debate concerning the influence of war games on children. The inference I take from most of the letters is that, somehow, a war game (or war toy) implants "the aggressive desire" in the kid's mind. This is about as sensible as suggesting that if a young girl plays with dolls, she will tend to lesbianism.

As for Breon's mish-mash of pseudo-psychology, it is made ridiculous by example and life itself. To a kid war games are fun, and it is certainly better to sublimate violence in this manner than by him throwing rocks at a neighbour's window. Eliminate the toys of violence and you do not eliminate violence. (Like a caveman with toy soldiers.) And if toys and books for children are aimed at preparing youngsters to be "Militant Defenders of the Status Quo", how come (in mock elections in school) the lower the age group the stronger the Socialist vote. (And this is bitter personal experience.) ((I would suggest that this vote took place in a school whose pupils came largely from Socialist homes. The younger the child, the more likely he or she is to go along with parental attitudes towards the world.))

Since we're on the topic of war games, it might interest you to know Scarborough has two more Avalon Hill games, "Afrika Corps" and "Stalingrad". (We lack only "Midway" for the complete set.) They're not too bad and the former can be played by mail.

Bob Lake and I have played a number of A-H games using a standard version of terrain, movement, etc. rules and combining more than one board. We've lumped them in all sorts of variations including fighting W.W. II ("Afrika Corps", "Stalingrad", "D-Day" boards plus "Gottysburg" board and Red Capital half of "Tactics II" for Italy.) We rated it fair.

Our best attempt combined six or so boards using standard (i. e., our) rules and only 400 combat factors (300 infantry, 60 cavalry, and 40 artillery). The area was Northern France - Belgium at the time of Succession Wars. ((Which succession?)) It was reasonably accurate militarily (no winter campaigns, etc.) with the exception of the artillery's range. We played it twice (or maybe three times--this was Christmas, New Year) and it took 8 to 10 hours to play the complete game.

Of course, we've played with over a thousand combat factors each, but it doesn't work out too well. Too cluttered for manoeuvre, too much time to play.

The major difficulty we've encountered is in setting of objectives to prevent concentration. (Have you ever tried to attack one thousand combat factors defending one city with forts, mountains, and artillery?!!) of forces and avoid "trench warfare". In the 400 combat factor game above we solved it by setting up a number of objectives (as then) such as forts and supply centers. But we're still open to suggestion. Got any?

"A four-handed chess game in three dimensions was in progress in the Biathomy Alcove. It had been in progress since Miga joined the faculty, and would probably not be finished before the end of the century. In fact, Johansen, playing Red, was already training his son to replace him in the likely event of his dying before the completion of the game." - Alfred Lester, "The Devil's Invention", Astounding Science-Fiction, August 1950.

JOHN A. McCALLUM, P & M Section, S. E. S., Ralston, Alberta: I wish I could suggest one week deadlines but here in Alberta, that would be completely impossible. For instance your air mail card dated 3 February arrived here today the 8th, or 5 days en route. I suppose my letters take as long to get to you. So I would like to suggest the following: 2 week deadlines on all moves. The Camosmaster authorized to publish a bulletin ahead of time any time he has moves in from all the players; or all that

This is

O At
P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

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are involved in case of winter moves. If, on a spring or fall move, a player wants to consult with his allies, etc. but wishes to be sure of making deadline he marks his move "Tentative Moves; Diplomacy Pending"; and the Gamesmaster would then be obliged to wait until he heard again from that player, or until the previously announced deadline, whichever is the earlier.

(Parenthetically, I would like to see all the games run this way. I think it would clip about 10 main time track days from each playing year. The "Tentative..." would presumably be used fairly extensively in the early game, but later on one can often send in final moves the day the bulletin is received. The only other change I would make in the time schedule of the general run of games would be to institute a summer move, on those occasions when there is a retreat arising from the spring moves, and there are several choices of where to retreat to. The summer move would be like a winter one, i. e., all moves final, no "Tentative" allowed, and the Gamesmaster allowed to go ahead as soon as he heard from the player(s) concerned.)

In RURITANIA Calhamer says, "The one advantage of your publishing RURITANIA would probably be that I could get an occasional note on strategy published." I personally hope not. I must say that I thought Calhamer's analysis in FREDONIA was a breach of etiquette. The games in which I usually play, chess, bridge, and poker, differ in many things, but one thing they have in common: Kibitzers are only welcome when they are silent. After the game is over, is the time for post-mortems. An analysis by Calhamer, or by any other expert, such as yourself, for example, would be instructive and appreciated at the end of a game. Between moves it is merely unnerving.

((Other readers are invited to comment on the suggested rules change in McCallum's letter. A revised set of rules for postal Diplomacy will be published; along with a Diplomacy Directory, as a supplement to a forthcoming issue of GRAUSTARK, and these revisions will encompass suggestions made by players.

((I think that what Allen Calhamer mentioned in his letter to RURITANIA #23 was general analysis of Diplomatic strategy, rather than specific criticisms of games in progress. The pages of GRAUSTARK are always open to such analyses, which are solicited from all our readers.

((While I think of it, John, I enjoyed your story in the April 1965 issue of Worlds of If. The story is entitled "Our Martian Neighbors"; and shows what can happen if a Bradbury Martian develops a mean streak.))

JOHN W. SMYTHE Jr., 621 East Prospect, Garard, Ohio: I was mildly surprised to read that anyone would condemn "war games" of any description. I do not disagree with Mr. William Honan's comment that war games could create "some" distortion in children's psyche. For though I know of no proof, empirical or otherwise, substantiating the gentleman's claim (the lack of empirical data gives rise to doubts about the validity of his hypothesis), I do not think the lack of proof permits critics to discount his hypothesis. I can accept, as being reasonable, the hypothesis that war games can and perhaps do distort the psyche of immature personalities.

But what bothers me is that Mr. Honan and his critics are worrying about minutiae and forgetting about what I feel is the "important" problem: Why become involved in a discussion of whether war games create horrible little Napoleons (besides, if the present international situation does not clear up soon, we may need all the Napoleons our culture is capable of producing) when the effect of the present international situation and, for that matter, the present domestic situation on the socialization of our young people completely overshadows the significance of war games. ((Mr. Honan spoke of war games producing not Napoleons, but Hitlers. Do you feel our culture needs to produce any Hitlers?)) Good Lord! Doesn't anyone read the newspapers and the periodicals? Mr. Honan squabbles over the word "annihilate" when the headlines scream, "AMERICANS BUTCHERED BY VIET CONG" and "NEGRO CHILDREN ON FORCED RUN NEAR SEIMA - In the name of justice, billy clubs, and electric prods." (Time, Vol. 85, #8, p. 23)

Isn't it time to forget about the unimportant problem of war games and regain a proper perspective of what is the "real" problem?

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their big-toes. Visibly impressed by the martial appearance of the troops, the Tsar let Regimental Sergeant Wet lead him down the ranks of brown men. But an unfortunate incident marred what was otherwise a perfect martial performance. As he grasped the weapon of Lance Corporal Peepee, 2nd Company, 1st Battalion, the Tsar nicked his little finger on the barbed blade of the coconut spear. Bleeding profusely, the Tsar, aided by his wife, staggered to his villa and there received first aid for his wound.

Disinayed by the unfortunate accident but undaunted, the Tsar's Own Donotstahne Loyal Regiment of Light Infantry marched back to their palm thatch barracks chanting their war-cry, "Ha! Phooey Albion! Ha! Blouey Albion; Albion blauugghh."

TUNIS: The Italian First Navy, the Pride of the Homeland, the Power of the Seas, the Greatest Armada Ever Produced by the Land of Caesar, the dirty war bastards, the Italian First Navy has deserted. They have taken off on a westward course but no one is certain as to their destination. The only clue came from a young woman working in a house frequented by the sailors. She quoted one as saying that he would write to her soon, from Casablanca. Senior officials have shrugged off this possibility, saying "The fleet would get lost if it ever left the Mediterranean."

LONDON (UP): King Edward announced that a pro-Austria-Hungary expeditionary force will attempt to draw Russian forces northward. England will send forth defensive patrols towards the Russian sphere of influence and will deploy her fleets where the threat of naval bombardment will force Russia to turn her attention from Austria-Hungary to her northern frontier.

WALES (UP): French tourists are flocking to the castle where King Edward formally signed the now famous Anglo-French non-aggression pact. England plans to erect a monument as a symbol of Anglo-French friendship. VIVE LA FRANCE!

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Other postal Diplomacy Gamesmasters and their bulletins are:

Brobdignag (1964C), Dick Schultz, 19159 Helen, Detroit, Mich. 48234; 10 for \$1

Trantor (1964D), John W. Smythe Jr., 621 East Prospect, Girard, Ohio; 10 for \$1

Wild & Wooly (1965B, 1965C, 1965D), Dan Brannan, Apt. 5, 106 S. Edgemont,

Los Angeles, Calif. 90004; 10 for \$1

GRAUSTAPK #47

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